
Subject: GDB editors

Posted by [Artofeel](#) on Tue, 15 Mar 2016 19:30:06 GMT

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GDB Dump by sven (on old forum...)

to dump gdb files

you will need some HEX-editor to edit gdb

and this dump file -- it's something like a map

use: drag&drop files on .bat file and select dump method

GDBEditor by Keshire

to edit gdb files directly

use: should be placed in the same directory as gdb file

it's simple way to edit gdb files, but it's not showing all hashes, so something you can't edit with it

you can write string to find some element, but best way is use hash directly like #65D9C904

Loopy is created weapons info list (see attachment Fable3WeaponModification.ods) you will need

OpenOffice to open it

it may be very useful if you want mod weapons

File Attachments

1) [GDB_Dump.zip](#), downloaded 2758 times

2) [GDBEditor.zip](#), downloaded 3012 times

3) [Fable3WeaponModification.ods](#), downloaded 3320 times

Subject: Re: GDB editors

Posted by [Keshire](#) on Sat, 14 Apr 2018 03:33:53 GMT

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I've started writing a new gdb tool. I've uploaded the source to github.

<https://github.com/Keshire/Fable-3-GDB-Tool>

Subject: Re: GDB editors

Posted by [Keshire](#) on Sun, 15 Apr 2018 02:59:24 GMT

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v0.01

<https://i.imgur.com/iGyx3wF.png>

Something that will need to be done is being able to load both multiple .gdb and .save files. They share objects and Strings between them all, including hierarchy (parents and children can be located in other files). That's one of the reasons that a lot of these objects are missing names (as seen from the screenshot above).

gdb dumper got around this by just reusing the name of a previous object that had a name if they share a template. "Position" = (x,y,z,parent) for example.

File Attachments

1) [GDBEditor.zip](#), downloaded 2368 times

Subject: Re: GDB editors

Posted by [Keshire](#) on Sun, 15 Apr 2018 22:36:23 GMT

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Getting there

<https://i.imgur.com/6OMsdPI.png>

Once I get multiple file loading, and .save loading I'll put up a new version here. Or you can compile it yourself from github now.

Subject: Re: GDB editors

Posted by [Artofeel](#) on Wed, 18 Apr 2018 08:54:22 GMT

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Keshire wrote on Sun, 15 April 2018 07:59.save files. They share objects and Strings between them all, including hierarchythat interesting

anyway, old version crash when I open globals.gdb

do I need others gdb files?

also I compiled new version with NET Framework, it's OK?

C:\Windows\Microsoft.NET\Framework64\v4.0.30319\MSBuild.exe GDBEditor.sln

it is also crash.. (when I open globals.gdb)

maybe I have mess with my NET Framework v4.0

Subject: Re: GDB editors

Posted by [Keshire](#) on Wed, 18 Apr 2018 20:56:24 GMT

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Artofeel wrote on Wed, 18 April 2018 01:54Keshire wrote on Sun, 15 April 2018 07:59.save files. They share objects and Strings between them all, including hierarchythat interesting

I've always kinda suspected it, there's also probably a header file that we don't have. Because there's a lua FNVHash function used every once in awhile in the scripts and I doubt they want to load up whatever gdb thing they use to track down an object.

Artofeel wrote on Wed, 18 April 2018 01:54

anyway, old version crash when I open globals.gdb
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C:\Windows\Microsoft.NET\Framework64\v4.0.30319\MSBuild.exe GDBEditor.sln
it is also crash.. (when I open globals.gdb)
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That's always a possibility. I'll take a look and make sure it's not set to 32 bit or something.

Edit: yep, default to .net 4.6.1 and preferred 32bit.

Try this one.

File Attachments

1) [Release.zip](#), downloaded 2372 times

Subject: Re: GDB editors

Posted by [Artofeel](#) on Thu, 19 Apr 2018 05:53:35 GMT

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my bad

the file was READ ONLY :D

Subject: Re: GDB editors

Posted by [Keshire](#) on Tue, 24 Apr 2018 04:09:58 GMT

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v0.02

Lazy loading hierarchy to prevent stack overflow on global.gdb from circular parenting....

Opens multiple gdb's (does not cross reference objects or hashes yet)

.net 4.6.1 x64

File Attachments

1) [GDBEditor.zip](#), downloaded 2380 times

Subject: Re: GDB editors

Posted by [Keshire](#) on Sat, 28 Apr 2018 05:15:28 GMT

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<https://i.imgur.com/OYXHHzk.png>

v0.03

.save loading into string list (see above image)

Cross referencing labels (not objects yet)
Object and label search filter (again, see above image)
.net 4.6.1 x64

I'm getting closer to the point where we can edit data.
Adding new items will be an issue until I know what the 2 bytes are for that seem to be separating everything into folders or categories.

File Attachments

1) [GDBEditor.zip](#), downloaded 2336 times
